

Falling Cats



You will be completing a game that looks like the one above. The cats fall from the sky, and the black bar follows your mouse. When the cats touch the black bar they bounce upwards, and are saved from falling into the water. (Don't worry, cats can swim!)

The Skeleton project is in S:\Subjects\DIGI TECH_Yr 11\Falling Cats.sb

Part One: Making it work

A skeleton project for this has been provided for you. To finish the game, you need to do the following steps. Play your game to test each step as you work through them.

1. Take a look at the cat sprite's existing script. It starts when the green flag is clicked and does the following:
 1. Set the y value to 300, and the x to a random value between -200 and 200
 2. Forever:
 1. Change y by -5 (to make the cat fall)
 2. If the cat is at the bottom of the screen ($y < -180$), Set y to 300, and x to a random value as before
2. Create a second sprite by drawing a black rectangle. Resize it to a sensible size.
3. Create a script for the black rectangle that starts when the green flag is clicked, and makes it follow the mouse pointer:
 1. Forever:
 1. go to mouse x and mouse y

4. Create a second script for the cat, which starts on the green flag
 1. Forever:
 1. If touching the black rectangle:
 1. Repeat until at top of screen ($y > 180$):
 1. change y by 15
 2. set y to 30, and x to a random value between -200 and 200
5. Create a new sprite, by drawing some blue waves. Resize it until it is wide enough to cover the screen, and move it down until it looks good.
6. Create a script for the waves that moves it to the front when the green flag is clicked.
7. Duplicate the cat sprite so you have more than one cat falling at once.

Part Two: Scoring

1. Create a variable named "Score". Make sure it is accessible to all sprites.
2. Make a script on the stage, which sets Score to 0 when the green flag is clicked
3. Add a line to the second script for each cat, so that the score is changed by 1 every time the cat bounces

Part Three: Time Limits

1. Create a variable named "Time left"
2. Add to the stage's script:
 1. Set Time Left to 30
 2. Repeat until Time Left is 0:
 1. wait 1 second
 2. change Time Left by -1
 3. Stop all